

6 updated at a rate dependent on the network connections speeds and loads and client computing
7 speeds and loads, and wherein the conference server is capable of transmitting said shared
8 portion of said display to two or more clients in parallel.

1 2. (Twice Amended) A conferencing system comprising:
2 at least one client;
3 a conference server;
4 network connections between the conference server and the at least one client,
5 wherein the at least one client maintains a version of a shared portion of a data set which is
6 updated at a rate dependent on the network connections speeds and loads and client computing
7 speeds and loads, and wherein the conference server is capable of transmitting said shared
8 portion of said data set to two or more clients in parallel.

1 ~~3-23~~ A conferencing system according to claim 2, further comprising:
2 a presenter;
3 wherein the network connections connect the presenter to the conference server;
4 wherein the presenter provides the most current version of the shared portion of
5 the data set;
6 wherein the version of the shared portion of the data set maintained by each
7 client is periodically updated with data updates; and
8 wherein the data updates are created from the most current version of the shared
9 portion of the data set provided by the presenter.

1 24. A conferencing system according to claim 23, wherein the data updates
2 are delivered to each client at a rate dependent on the network connections speeds and loads
3 and client computing speeds and loads.

1 ~~5~~ 25. A conferencing system according to claim ~~23~~ ³, wherein each of the data
2 updates is made up of at least one data block.

1 ~~6~~ 26. A conferencing system according to claim ~~25~~ ⁵, wherein the at least one
2 data block is capable of being represented as a checksum, a delta block or a base block.

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2 *sub E37* 27. A conferencing system according to claim 23, further comprising:
3 a transcoder for transforming the data updates between a first format and a
second format.

1 8 28. A conferencing system according to claim 27, wherein the first format is
2 a device-independent format and the second format is a device-dependent format.

1 *sub E4* 29. A conferencing system according to claim 27, wherein the transcoder is
2 capable of being located on the at least one client, the conference server and the presenter; and
3 wherein the transcoder is actuatable depending on the network connections speeds
4 and loads, client computing speeds and loads, conference server computing speeds and loads
5 and presenter computing speeds and loads.

1 30. A conferencing system according to claim 23, further comprising:
2 a compression mechanism for compressing the data updates;
3 wherein the compression mechanism is capable of being located on the
4 conference server or the presenter or both; and
5 wherein the compression mechanism is actuatable depending on the network
6 connections speeds and loads, client computing speeds and loads, conference server computing
7 speeds and loads and presenter computing speeds and loads.

1 31. A conferencing system according to claim 30, further comprising:
2 a decompression mechanism for decompressing compressed data updates.

1 32. A conferencing system according to claim 23, wherein the conference
2 server is capable of delivering the data updates in an output data type selected from base
3 uncompressed data, based compressed data, differenced uncompressed data and differenced
4 compressed data, and wherein the output data type is selected based on the network
5 connections speeds and loads, conference server computing speeds and loads, and client
6 computing speeds and loads.

1 33. A conferencing client-server system according to claim 17, wherein the
2 flow of conference data to each node is delivered in an output data type selected from base

3 uncompressed data, base compressed data, differenced uncompressed data and differenced
4 compressed data; and wherein the output data type is selected based on the computing
5 resources available at the node and the bandwidth and resources available on the network
6 portion connecting the node.

1 34. A conferencing client-server system according to claim 17, further
2 comprising:

3 a transcoder for transforming the flow of conference data between a first format
4 and a second format, the transcoder being actuable for each node to accommodate the
5 computing resources available at the node and the bandwidth and resources available on the
6 network portion connecting the node.

1 35. A conferencing client-server system according to claim 34, wherein the
2 first format is a device-independent format and the second format is a device-dependent
3 format.

1 36. A conferencing client-server system according to claim 17, further
2 comprising:

3 a compression mechanism for compressing the flow of conference data to each
4 of the plurality of nodes, the compression mechanism being actuable based on the computing
5 resources available at the node and the bandwidth and resources available on the network
6 portion connecting the node.

1 37. A conferencing client-server system according to claim 36, further
2 comprising:

3 a decompression mechanism for decompressing compressed flow of conference
4 data received at each of the plurality of nodes.--